



SoCo Basketball In-Game Rules, Policies, and Tie Break Rules

(Subject to Change)
(Last Update: 8.10.2017)

In-Game Rules

- Game will consist of two (2) twenty minute halves. The clock will be a running clock except for the following situations:
 - The clock will stop on the official's whistle the last two (2) minutes of each half (unless there is a 20 point or more lead)
 - The clock will stop on all official timeouts (injury, the basketball gets stuck, etc.)
 - The clock will stop on all technical fouls
 - The clock will stop during all overtime periods
 - If a timeout is called before or while a team is shooting a free-throw (within the first 18 minutes of each half) the clock will not start again until after the free-throw shots are taken and the ball is inbounded by the opposing team.
- Each team receives 3 – "45 second" time-outs per game and cannot be carried into overtime.
- Overtime: 1st overtime will consist of a 2 minute period. If a 2nd overtime is necessary, the "sudden death" format is used: the 1st team to score a single point wins the game. One time-out is issued to each team for use in the 1st overtime period. No timeouts are carried over or added in the 2nd overtime. For tournament play, the 2nd overtime will be 1 minute with no timeouts. If the game is still tied after the second overtime, the same rule will apply to future overtimes until a winner is declared.
- Game must begin with 5 players within 5 minutes of scheduled game time. Teams may finish a game with 4 players.
- Each team must supply one volunteer to work at the scorer's table for each game. Score sheets will be provided at the scorer's table. The person running the clock is responsible for the official score and the person keeping the score sheet is responsible for foul count as well as jump balls. Table personnel must remain impartial to the rulings made by the officials and are part of the officiating crew. It is the coach's responsibility to choose volunteers who can handle themselves in a professional manner.
- SoCo follows Colorado High School Athletic Association Rules (modified).
- Any player whose number is not listed on the official score sheet prior to tip off will receive a technical foul.

- Only two coaches are allowed on the bench during a game.
- Coaches who receive a technical foul will be expected to be seated for the duration of the game. If the coach is assessed a second technical, the coach will be asked to leave the gymnasium.
- Coaches who receive two technical fouls in one game will receive a one game suspension. If a coach receives an excessive amount of technical fouls throughout the season (determined by SoCo staff), a one game suspension will be implemented. Remember, this is off season basketball and our commitment is to sportsmanship and the example we set for the athletes. The season is about the kids, not us.
- Any coach, assistant coach, team representative, or player who approaches an official after a game (in an argumentative or confrontational manner) is subject to a one game suspension. Coaches are also responsible for the actions of their parents and fans and could also be held responsible for their inappropriate behavior, depending on the circumstance.
- Any parent/fan who approaches an official after a game (in an argumentative or confrontational manner) will not be allowed to attend any SoCo games the remainder of the season. The player of the parent/supporting fans who behaves inappropriately may be suspended for one game. Coaches are also responsible for monitoring consequences and disciplinary actions implemented by SoCo staff.
- Disciplinary action and suspension may be taken against players, coaches, and parents who are ejected from participation and/or act inappropriately before, during, or after a SoCo game.
- Any player who receives two technical fouls in one game (or is ejected), will not be able to play in the next game.
- Any forfeit will count as a 15-0 score for regular season standing and tournament tie break rules.
- If two teams have identical jerseys, with no option of reversibles, the visiting team must wear the SoCo supplied yellow pennies.
- Roster names and payments must match the actual players. Any players not officially registered for the team they are playing on will cause that team to forfeit.
- Hard casts or braces with metal are not allowed to be worn in SoCo games.
- All boys teams will use a men's basketball (29.5 inches, size 7) and girls teams will use a women's basketball (28.5 inches, size 6).
- Communication with officials needs to come directly from each team's head coach.
- Assistant coaches are not allowed to stand. The head coach is the only person allowed to stand while coaching and must be within the confines of the coach's box.
- The use of artificial noise makers is prohibited.

Policies

- Players may play up one age division, but cannot play down (except in unique circumstances as stated below). Players are eligible for only one roster in each age division. If a player participates in two age divisions, he/she must be officially registered for each division and must have paid for both teams. In such a situation, the player assumes the risk of any scheduling conflict.
- Should the number of teams registered for any one division reach 12+ teams, the division will likely be split into a Gold Division (upper) and a Silver Division (lower). The final decision regarding whether the division will be split will be up to SoCo staff. In rare circumstances, divisions with 10+ teams might be split if SoCo believes it will help enhance competition.
- Any team choosing to play up a grade level must have finished in the top half of their SoCo Spring or Fall League division or have prior approval from SoCo Directors. We ask that competitive teams who have been consistently dominate in their age group, consider playing up a division to create a more even playing environment for all teams involved.
- Teams are gender specific. Boys cannot play on girl's teams and girls cannot play on boy's teams.
- Teams are responsible to clean up all trash from their bench area after the game. Post game talks must be held in a different area so as to not impede the next game.
- Coaches are responsible for their team's conduct and their team parents' conduct. Unruly spectators will be asked to leave the facility – not just the gymnasium. This action may be imposed by the game officials or SoCo officials. Any spectator removed from a game may not be allowed to attend any other SoCo game for the entire season including the tournament. This decision will be determined by the SoCo officials. Unruly spectators associated with a particular team may be cause for a game forfeiture.
- Awards will be presented to the championship team of each division after their final game of the tournament.
- SoCo has expanded to include more teams from the extended southern Colorado region. Some games with these regional teams will be scheduled at Pueblo sites. Teams will not travel to Pueblo more than one day per season.
- Teams are responsible for their own practice facilities, and for their own numbered game jerseys.

- If incidents occur during a game that will require follow-up or potential action later in the week (unsportsmanlike behavior, injures, etc) it is important that you work with the site director and fill out an incident report before leaving the facility that day.
- Teams must be registered in a SoCo league or tournament for the insurance to be effective. SoCo's insurance is active for the following periods each year.
 - Fall: August 15th through the end of the fall SoCo tournament.
 - Spring: February 15th through the end of the spring SoCo tournament.
 - Summer: June 1st through the end of the Rocky Mountain State Games tournament.
- The league has the discretion to allow an approved player to play down an age division under very specific circumstances. If this occurs, the player must be approved by the league before the roster is submitted. After league play begins, SoCo has the right to remove this player from the team if SoCo believes the player is too advanced to play in the lower division. Again, the circumstances for approval will be extremely specific scenarios such as:
 - A child started school at an early age (age 4)
 - A child was advanced a grade level due to academic achievement or prowess
- Due to CHSAA rules, no high school coach is allowed to coach his or her high school players on Sundays. If you are a high school coach looking to enter a JV team, please contact SoCo to discuss scheduling considerations so no CHSAA rules are broken.
- Due to Colorado state law, coaches are required to take an online concussion training course (free): <http://nfhslearn.com/courses/38000>.
- SoCo does not generally accept, utilize, acknowledge, or make use of personal video in order to make game judgment decisions and/or take action on any incident. SoCo feels it undermines the referees and spontaneous integrity of the game. If a unique situation occurs and SoCo staff and/or the SoCo Official Assigner believes video will help clarify a vague incident, SoCo will request video directly for review.
- SoCo asks that parents communicate directly with their coaches if they have issues they need to address with SoCo. SoCo will work directly with each team's coach to get the issue handled. This makes it easier on everyone to have one point of contact for communication.
- Due to our confidentially policy, SoCo cannot disclose information regarding disciplinary actions taken against teams, coaches, players or parents.

**SoCo and its advisory board reserve the right to change and/or adjust the rules based upon unique and/or unforeseen circumstances. SoCo rules are subject to change based upon SoCo discretion.

Tie Break Rules

- Teams will be seeded for the end of season single elimination tournament based on their placement in their division. The following tie-breaker rules apply:
 - Two-Team tie:
 1. Head to head competition
 2. Margin of victory within the head to head competition (if the teams play each other twice)
 3. Number of wins vs. common opponents
 4. If evenly split after head to head (or teams don't play each other)– then margin of victory up to a 15-point max per game within common opponents
 5. Strength of Schedule: The number of wins by opponents (not just common opponents) will be added up. The team who played opponents with the most number of wins will advance.
 6. Coin toss
 - Multiple Team tie and all teams play each other the same number of times^:
 1. Head to head competition (A beats B, B beats C, A beats C; seeding goes A, B C)
 2. Number of wins vs. common opponents
 3. Margin of victory up to a 15-point max per game within common opponents
 4. Strength of Schedule: The number of wins by opponents (not just common opponents) will be added up. The team who played opponents with the most number of wins will be the higher seed.
 5. If multiple teams are still tied and the above rules do not apply, straws will be drawn for seeding
 - Multiple Team tie and all teams DO NOT play each other or do not play each other the same number of times^:

These rules take effect if ALL teams don't play each other or do not play each other the same number of times. For example, if A beats B, B beats C, and C does not play A, these rules take effect. We cannot assume C would have lost to A. Additionally, if A beats B two times, B beats C, and C beats A, it is not fair for B who did not get a chance to play team C twice and/or team C who did not get to play team A twice.

 1. Number of wins vs. common opponents
 2. Margin of victory up to a 15-point max per game within common opponents
 3. Strength of Schedule: The number of wins by opponents (including those in the tie-breaker) (not just common opponents) will be added up. The team who played opponents with the most number of wins will be the higher seed.
 4. If multiple teams are still tied and the above rules do not apply, straws will be drawn for seeding

^At any time during the multiple team tie break rules, when one team separates themselves as the higher seed, the tie break rules will start over from the top of

the appropriate section. For example, let's say we were on tie break rule #2 for multiple team ties when the teams don't play each other and Team A has a margin of victory of +11, team B has +2 and team C has -1. Team A gets the higher seed, and then we would start over just looking at team B and team C who would move into the two-team tie break rules.

- If there is a forfeit, the non-forfeiting team will be awarded the win, but no score will be added to the game. Therefore, the game score will not be included in the tie break rules for point differential, but the game will be scored as a win.

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